

## **Background**

After a twenty-year civil war has ravaged planet Earth, the rebel forces have retreated to the planet Syntax.

For twenty years the rebels have planned to capture the Earth. Now, at last, they have the ultimate weapon - a computer controlled sub-atomic disintegrator which requires all the energy that the molten core of Syntax can provide.

But their efforts have not gone unnoticed and the Flight Commander of the Air Force's top squadron of impulse-drive fighters is calling for volunteers for the ultimate suicide mission.

In a weak moment you volunteer and wake-up to find yourself in the briefing room.

"Our Inter-Planetary Intelligence Group calculate that these crystals, dotted around the planet's surface, can be used to force radio-deactivity into the planet's molten core and that this will be enough to bring their plans to an end!", you suddenly hear.

"We have spotted ten crystals and ten ventilation shafts - so there is nothing to spare. We have also observed that any foreign body entering a shaft causes a damage-limitation shutter to close automatically. This should help in your task!"

"Good Luck"

## **Gameplay**

Your task is to collect all ten crystals and drop them into the ten ventilation shafts.

You have three flying heights - low-cruise-high. To collect a crystal you fly over it at low altitude. Blue buildings are too high for low altitude flying and radio-active buildings must be flown around.

You have two weapon types:

CRT rays which destroy all rebels in the close vicinity - only three are carried on your ship. Lazer fire available for continuous fire but with a limited fuel supply. Lasers can be recharged by flying low over ammo-dumps.

By flying over smart-bomb factories you can trigger a chain reaction which will destroy all close rebel life forms within range.

Your ship uses impulse fuel and the rebels have stupidly placed recharge units on the planet's surface which you can use by flying low over them. Your on-board computer presents a head-up display showing altitude, fuel status and position.

## **Game Features (with graphic icons)**

Warp gates

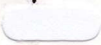
Fuel dumps

Smart bomb factories

Crystals

Ventilation shafts

Radio-active units



**Amstrad CPC 464, 664, 6128**

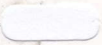
On disk machines type: TAPE then press ENTER  
Hold down CTRL whilst pressing small ENTER key  
to load.

Game is controlled by joystick only.

ESCAPE Pause

DELETE Abort

TAB Restart



**Blue Ribbon Software Ltd.**

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